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Clash cymbals ^[1]

Clash,

a chess program written in [Fortran IV](#) by [Chris Peters](#), in 1980 a student at the [University of Washington](#). Clash played the [ACM 1980](#) on a [Texas Instruments TI-990](#) 16-bit [minicomputer](#) (28k, 16 bits; 200,000 inst/sec). Without [iterative deepening](#) there was not much to gain, and Clash lost all of its four games.

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Description

A brief description is available from the [ACM 1980](#) tournament booklet ^[2] :

Clash is entering its first ACM tournament. The program is written in [Fortran IV](#) by [Chris Peters](#), a student at the University of Washington. It requires 10k for instructions and an additional 4k for the tree search. The program searches a highly [selective tree](#) and examines about 1,000 - 2,000 positions per move. It uses the [alpha-beta](#) algorithm and the [killer heuristic](#) but does not employ [iterative deepening](#).

External Links

- [Clash from Wikipedia](#)
- [The Aristocrats](#) - Get it like that (Culture clash tour - Tokyo), [YouTube](#) Video
[Guthrie Govan](#), [Bryan Beller](#), [Marco Minnemann](#)

References

1. [^] A pair of clash cymbals, Image by Kovac9478, January 01, 2008, [CC BY 3.0](#), [Wikimedia Commons](#), [Clash cymbals from Wikipedia](#)
2. [^] [The Eleventh ACM's North American Computer Chess Championship](#), pdf from [The Computer History Museum](#)

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